NES—GD-USA

THE GUARDIAN LEGEND™

INSTRUCTION MANUAL

Action Series

Broderbund®

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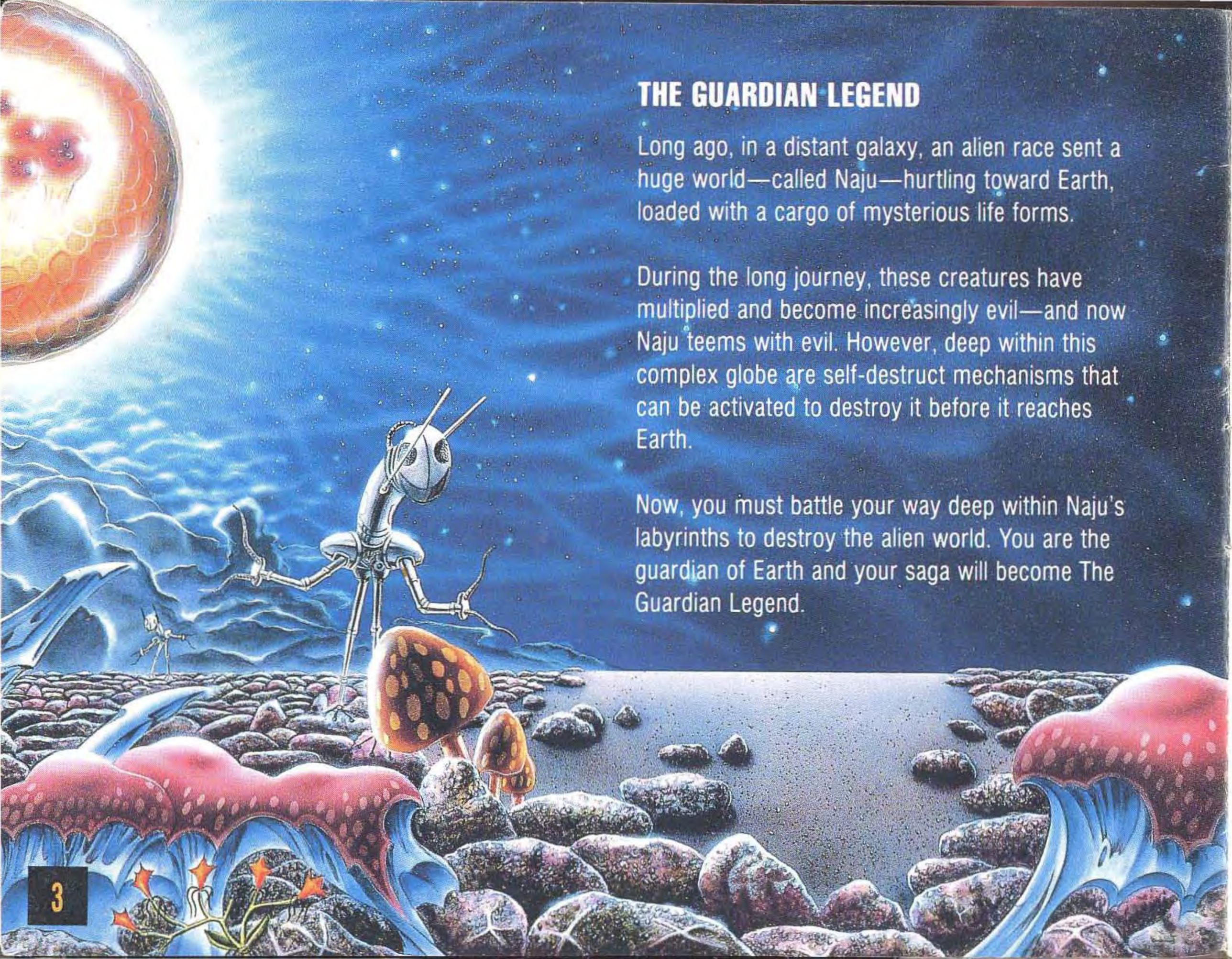
Special thanks to: Ed Bernstein
Cynthia Wuthmann
Shigeo Akada
Dave Davis
E^2

PRECAUTIONS

1. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors; do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model TV's have rounded screens and may block out a portion of the image.

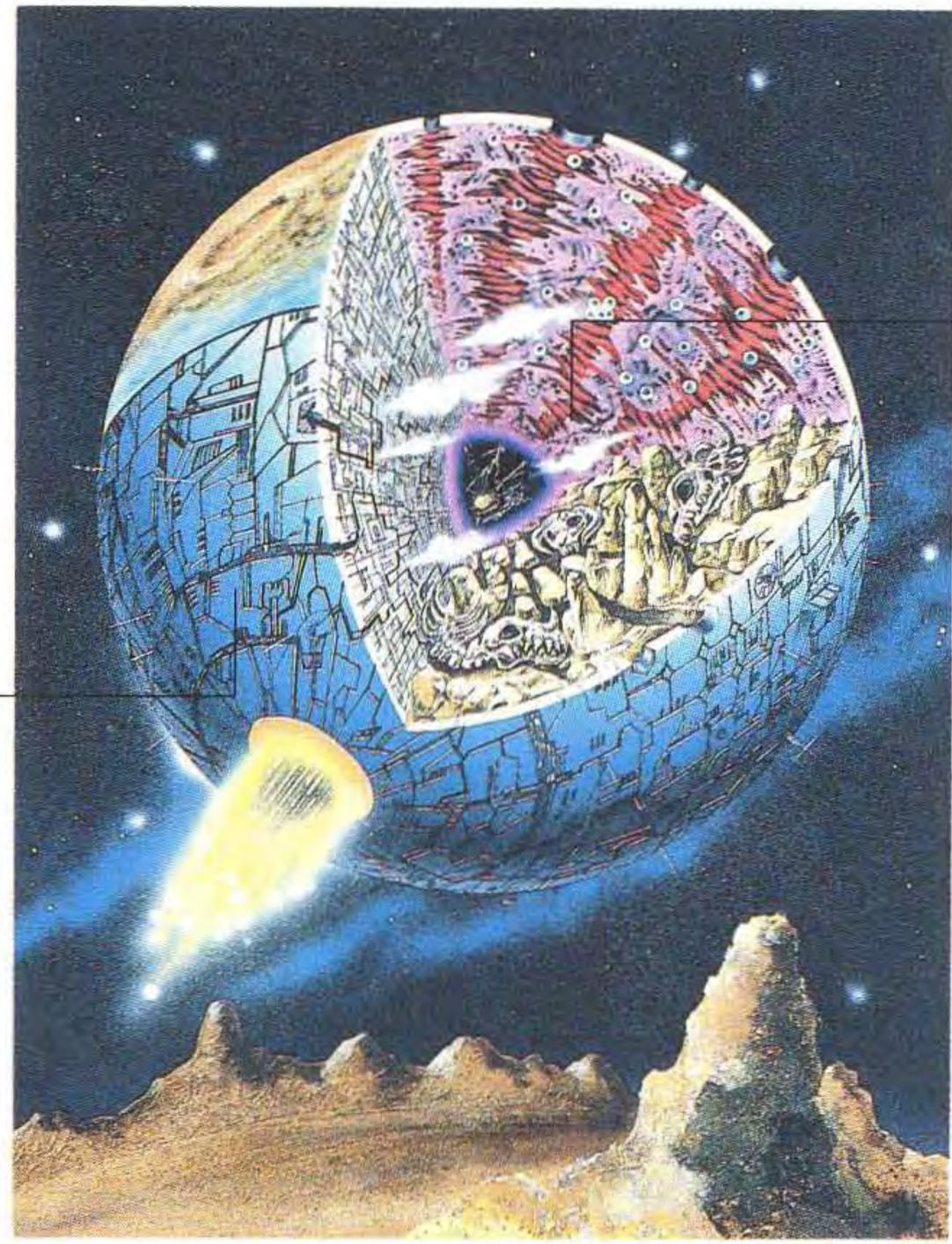


THE GUARDIAN LEGEND

Long ago, in a distant galaxy, an alien race sent a huge world—called Naju—hurtling toward Earth, loaded with a cargo of mysterious life forms.

During the long journey, these creatures have multiplied and become increasingly evil—and now Naju teems with evil. However, deep within this complex globe are self-destruct mechanisms that can be activated to destroy it before it reaches Earth.

Now, you must battle your way deep within Naju's labyrinths to destroy the alien world. You are the guardian of Earth and your saga will become The Guardian Legend.

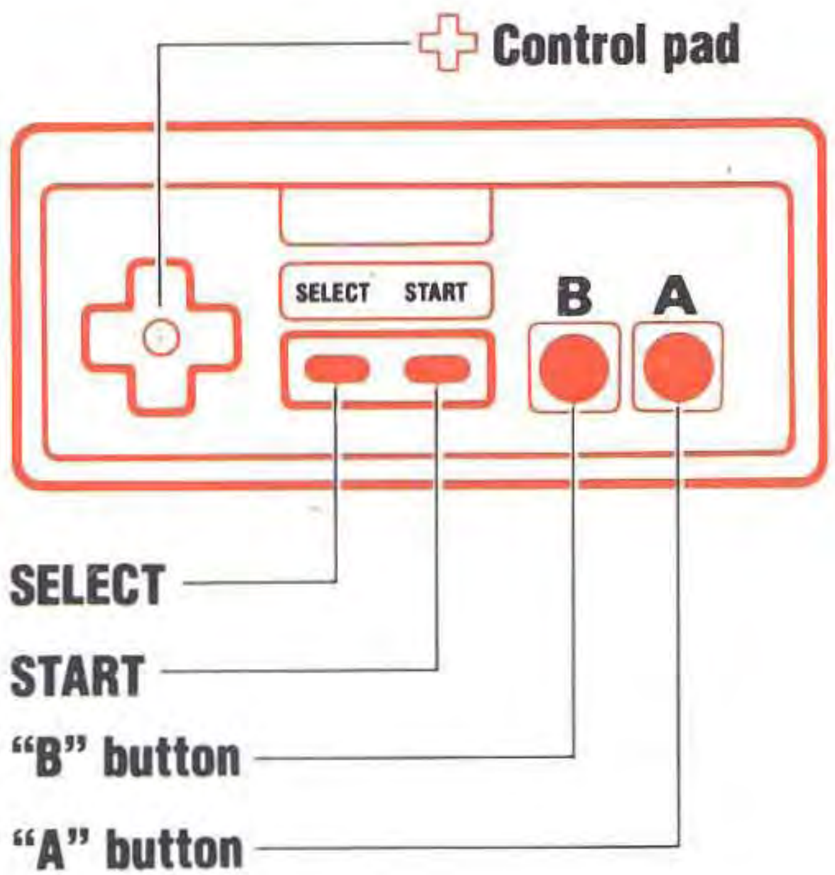


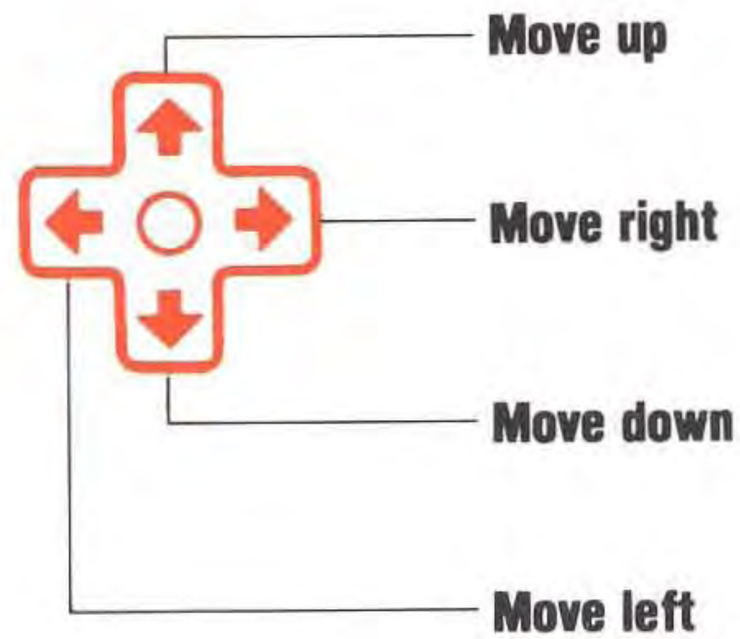
The Dungeon: Inside Naju, there are mysterious corridors created by the huge, evil life forms.

The Labryinth: The external maze on the surface of Naju consists of passages and rooms.

CONTROLLING THE GUARDIAN

Controller 1
*Controller 2 is not used.





Control Pad

Controls the direction of the player and the bullets. Some weapons can fire in more than one direction.

START Button

Pressing the START button at the title screen will allow you to start a new game or enter your password to continue a game in progress. The START button is also used to pause while playing.

SELECT Button

Press SELECT to switch between the main screen and the subscreen during the game. The SELECT button is also used to choose START or PASS-WORD CONTINUE at the beginning of the game.

"A" Button

Fires the optional weapon selected from the subscreen.

"B" Button

Fires the normal weapon and lets you page through messages in the game.

HOW TO PLAY

Activate the 10 safety devices inside the dungeon to destroy Naju. You will have to fight aliens in the labyrinths and corridors of the dungeon. Try to locate the entrances to the different corridors by looking at the map on the subscreen.

Your main weapon has unlimited firepower. You can hold down the "B" button for continuous firing. Your secondary weapons (scattered on the surface of Naju) are limited by your Power Chip maximum and the number of Power Chips you are carrying. Some secondary weapons consume more Power Chips than others.

Some of the aliens drop items (including Power Chips) when they're killed. You can pick up these items by walking or flying over them. Some of the items dropped must be blasted open before you can get them.

Explore as much as possible. Naju is big and there are lots of things to discover.

LABYRINTH

The surface of Naju is a labyrinth with two parts: passages and rooms. You can get items, optional weapons, and important information in the labyrinth. When you receive keys, you can use them to gain access to different parts of the labyrinth.

DUNGEONS

There are corridors leading to the dungeons deep inside Naju. If you kill the master monsters at the end of each corridor, part of the safety system may activate or you may get a key. On the map, the lights that are blinking are the entrances to the corridors. Kill all the master monsters to destroy Naju and rescue the Earth.

GAME OVER

If your life gauge reaches zero, the game is over.

CONTINUING YOUR GAME

To get a password, search the labyrinth for a room containing a friendly blue creature. When you enter this room, he will ask you to disable your secondary weapon to get a password. To disable your optional weapon, press SELECT to change to the subscreen and use the control pad to move the optional weapon cursor to "NONE." Press SELECT again and then press the "A" button to get your new password. Write down the password. When you want to continue the game after turning the power off, press START at the title screen, select "PASSWORD CONTINUE" using the Control Pad and press START. This will allow you to input your password and continue a game in progress.

MAIN AND SUBSCREENS

MAIN SCREEN

The main screen consists of:

Your current score

Life force

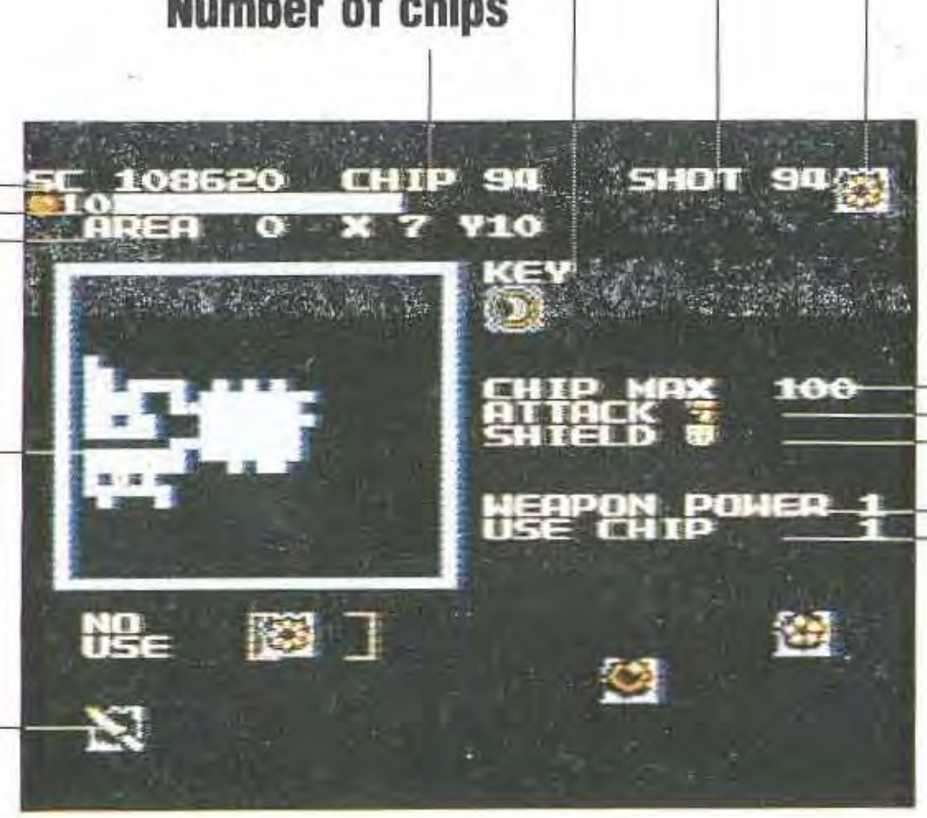
Optional weapon selected and its number of shots remaining

The X/Y coordinates of your current location

Number of chips available

SUBSCREEN

The subscreen consists of the following information:



Score

Life force (energy)

Location of the player (X/Y coordinates)

Map of the labyrinth

List of optional weapons available

The number of times the optional weapon can be fired (limited by the number of chips)

Keys

Number of chips

Optional weapon currently chosen

Maximum number of chips that can be carried

Attack power

Shield Strength

Power of the currently chosen optional weapon

Number of chips needed to use the optional weapon

THE GUARDIAN

The Guardian is a highly sophisticated aerobot transformer. It can assume two different shapes, depending on which area of Naju is being explored.

Human shape: The Guardian uses this form when exploring the labyrinths.

Fighter shape: When The Guardian enters the dungeons, it transforms into a fighter aircraft.

The shields are automatic and can be strengthened by finding parts on the surface of the alien world.

OPTIONAL WEAPONS

Each weapon has different capabilities. Experiment with the different weapons to discover which ones work best in different situations.

MultiBullets: Fires bullets in the direction you are facing.

Back Fire: Fires bullets to left and right, behind The Guardian.

Area Blaster: Fires "go-through" bullets toward the enemies.

Repeller: Fires spinning bullets in the direction you are facing.

Wave Attack: Fires an energy wave in front of The Guardian. You can "shake" the wave in the passages.

Bullet Shield: Bullets fly around The Guardian, acting as a shield.

Grenade: These can be thrown in different directions.

Fireball: This weapon goes through most enemies, burning them on the way.

Hyper Laser: A very powerful laser. (You can't use this weapon when you're walking in the labyrinth).

Saber Laser: A rod-shaped weapon that sticks out in the direction you are facing.

Cutter Laser: One Saber Laser appears on each side of you, left and right.

Enemy Eraser: This will kill all the enemies on the screen by a high-powered flash of light.

*Your normal weapon and optional weapons will be powered by items retrieved from the surface of Naju.

ITEMS

Energy Tank: Fills energy to maximum.

Blue Lander: Raises maximum energy and restores some energy.

Red Lander: Raises Power Chip maximum.

Gun: Raises attack power.

Power Heart: Fills energy partially.

Blue Chip: Gives 20 Power Chips.

Red Chip: Gives 50 Power Chips.

Blue Pyramid: Indicates an entrance to the different passages and rooms. (Use your weapons to break through.)

Shield: Raises defensive power.

Consecutive firing: Powers up your standard weapon.

Yellow Pyramid: Destroying these will give you a higher score.

Red Pyramid: Indestructible.

Green Pyramid: If you do something, it will turn into a Blue Pyramid.

THE ENEMIES

Zibzub

Crawdaddy

Eyegore

Optomon

Grimgrin

Bombarder

Teramute

Fleepa

Clawbot

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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